

# Rules for the mining game

## Introduction

“The Mining Game” is a compelling boardgame about the Finnish mining industry for 2 to 4 players. The funding for the game’s production came from sponsors. The companies that sponsored the game can be seen on the board and in the cards of the game. Copies of the game have been donated to Finnish schools for use in geography classes and student counseling. Sale of the game is supervised by the Outokumpu Mining Museum and proceeds thereof will be used for the operation of the museum. The Mining Game was created as a cooperative project between The Outokumpu Mining Museum and Vuorimiesyhdistys.

## Rules

At the start of the game, one player is chosen as the banker and every player is dealt 5000 mining money as a nest egg. Furthermore, each player receives a *Mining Permit* as well as a *Contracting* card. If the mining permit is ever lost during the game, it must be renewed immediately (see **Mining Permit**).

The game begins from The Outokumpu Mining Museum. The players roll-off to see who starts and from there the turn proceeds clockwise.

## Moving

Moving on the gameboard is done by rolling a dice. The player may stop at any point during the move but moves a maximum of the amount shown on the dice. Ending the game by returning to The Outokumpu Mining Museum (Outokummun Kaivosmuseo) must be done by reaching it exactly, this is the only exception to stopping anytime during the move.

The paths in the game do not represent actual transportation routes. A player must read out loud each card (such as *Event* and *Mine* cards).

## Game progression

Once the players leave The Outokumpu Mining Museum they first need to receive a mining degree (see **Education**). After this the players need to acquire *Machine*, *Technology*, or *Materials* cards to gain mines or refineries. The players may also start mining with his contracting card without the need for *Machine*, *Technology*, or *Materials* cards (see **Machines, Materials and Technology** or **Contracting**).

During the game the players acquire *Mine*, *Refinery*, and *New Mine*-cards. The minerals acquired from the mines are either sold to refineries or taken to a port for direct transport. Where to sell is written on each *Product* card. *Product* cards received from refineries are always sold at a port. (see **Mines, Refineries, Selling a Product** as well as **New Deposits**).

Once a player has acquired at least four *Mine* cards or an equivalent amount of *New Mine* cards that player can declare that the game is ending. At that point the players race back to The Outokumpu Mining Museum. The game also ends if all *Mine* and *Refinery* cards are taken into use. At that point also players race to The Outokumpu Mining Museum. The first player to return to The Outokumpu Mining Museum receives the *Museum card* which is worth 1 victory point.

## Event spaces

The gameboard has Event spaces, which when stopped on lets a player draw an *Event* card. The *Event* card must be resolved immediately except when the card says different. Used *Event* cards are shuffled back into the deck. *Membership* cards that can be gained from the Event deck are limited to 1 per type.

## **Education**

A player must have a Mining Degree to start mining. The degree can be studied at the Aalto University, Turku University or Oulu University. When a player arrives in a University space, they may immediately try to finish their degree.

**Finishing a degree requires you to roll a dice:**

**1-3 You did not finish your degree, try again next turn.**

**4-6 You graduated; you can leave next turn.**

A player will graduate at the latest on the third try, after which the player may leave on their next turn. As proof of graduation, a player receives a *Degree* card that is worth 1 victory point at the end of the game.

A player can graduate several times, but only once from each University.

## **Contracting**

A player may start mining without equipment or materials by using a contractor. If this is done, the player pays half of his ore production to the bank. A *Contracting* card is dealt to each player at the start of the game. Each player can use the *Contracting* card once per game.

## **Machines, Materials and Technology**

If a player does not want to use his *Contracting* card to start mining, that player must first acquire a *Machine*, *Technology* or *Material* card. A card is worth 1 victory point at the end of the game and a player can acquire several cards during the game. To acquire a card a player needs to move to one of the company spaces and pay 2000 mining money. Cards can be bought from the following companies:

**Sandvik**

**Atlas Copco**

**Outotec**

**Flowrox**

**Forcit Explosives**

After purchasing a card, the player can leave during his next turn.

## **Mines**

In the Mining Game there are eight currently active mines.

**A player can start mining immediately when he arrives on one of these mine squares by rolling a die:**

**1-3 You fail.**

**4-6 You succeed.**

Several players may try to start mining in the same square. After a player has succeeded to start mining, no other player may mine in that square. When a player succeeds to start mining, he receives the corresponding *Mine* card as well as the Product card with information about the price of the ore and where it can be sold (prices do not correspond to actual mineral prices). The *Mine* card is worth 1 victory point at the end of the game. The player leaves in his next turn.

## **Refineries:**

### **Concentration plants, smelters and factories**

A player can acquire a refinery, of which there are four in the game (Tornio, Luikonlahti, Kokkola, Harjavalta). Acquiring a refinery works the same way as to start a mine, namely by rolling a dice when in the appropriate space. After successfully acquiring a refinery the player receives the *Refinery* card as well as the *Product* card.

### **Selling a product**

After a player has started a mine or acquired a refinery, he must transport the *Product* card to the indicated refinery or port. This works like normal moving. You may acquire new education while transporting a *Product* card but may not start a mine or acquire a refinery.

After receiving the income from his *Product* card, the player may continue normally his next turn.

### **Ports**

There are five ports in the game where the player may sell his *Product* cards.

### **New Deposits**

There are three New Deposit spaces on the board.

**A player on that lands on a New Deposit space may attempt to start a new mine on these sites by rolling a die.**

**1-3 Your attempt fails**

**4-6 Your attempt succeeds.**

A player that succeeds receives a *New Mine* card, which is worth 1 victory point at the end of the game.

### **Mining Permit**

In Finland, the officials monitoring mining are the mining authority (Tukes) and the environmental authority (the offices of AVI and ELY). Each player receives a *Mining Permit* card at the start of the game. If he for some reason loses his *Mining Permit* card during the game, he must reacquaint himself with the laws and statures for mining at the Tukes offices in Rovaniemi.

**A player may immediately upon entering the offices of Tukes attempt to receive the needed *Mining Permit* card by rolling a die.**

**1-3 You must continue acquainting yourself with the statures and laws next turn.**

**4-6 You have adequately acquainted yourself with the statures and laws and receive a new *Mining Permit* card.**

The third time you try succeeds automatically. After acquiring a *Mining Permit* card, the player may leave the next turn.

### **Ending the game**

After acquiring at least four *Mine*, *Concentration plant*, *Factory*, *Smelter* and/or *New Mine* cards and having transported their *Product* cards to the appropriate Port or Refinery, a player may announce that the game is ending.

After this the players can start heading towards The Outokumpu Mining Museum (Outokummun Kaivosmuseo). To reach the Museum a player must roll the exact number needed to reach it. The player

who arrives first receives the *Museum* card which is worth 1 victory point. At this point the game ends and scores are tallied.

The ending of the game is also announced once all Mines, Refineries and New Mines have been acquired.

Money is exchanged for points so that 5000 mine money is worth 1 victory point.

The player who has collected most victory points is declared "Mine overman" and is recommended a career in the mining industry.